WEB
metalfurius.github.io

ITCH.IO
CodeOverdose.itch.io

LINKEDIN
linkedin.com/in/frahermur

MORE INFORMATION
- Total availability.
- Mobility available.

CONTACT

📞 +34-636229465

✉️ fcojavierhnandez@gmail.com

📍 Sevilla

LANGUAGES

Spanish
Native.

English
High Level

INTERESTS

Sports, Computers, Music, Nutrition, Reading, Video Games

Francisco Javier
Hernández Murillo
Unity Developer/Programmer

ABOUT ME
Master's graduate in video game programming and virtual reality. Experienced Unity developer with skills in C#, and basic knowledge in Python/Java, and Unreal/C++. Currently interning at FunTech Rocket, fluent in Spanish and proficient in English.

WORK EXPERIENCE

Unity Developer - FunTech Rocket - Internship
04/2023 - Present

Implementing Observer patterns, and handling event-driven programming. Enhanced code quality through refactoring and diligently solved bugs for optimal funcionality. Managed version control to ensure smooth and efficient project updates

PERSONAL EXPERIENCE

Unity Developer - BallDown
11/2022 - 04/2023

"BallDown" is a Unity project that began as an initial step in my video game development career. As my knowledge expanded, so did the project. I progressively integrated more advanced concepts such as scriptable objects, programming elements, and architectural components that I learned along the way. Transforming "BallDown" into an extensive representation of my evolving skills and growth as a Unity Developer.

Highly recommend checking it out on my itch.io

ACADEMIC DATA

Master in Video Game Programming and Virtual Reality

Tokio School - 04/2021 - 04-2023

Computer Engineering - Computer Technologies

University of Seville - 09/2019 - 04/2021

High school diploma in Technological Sciences - I.E.S Miguel de Mañara

09/2016 - 05/2019

SKILLS

Intermediate	Basic
C#	Java
Unity	Unreal
Github	Blueprints
Python	C++